Part 1 - Introduction to OOP Concepts

I.Objective Type Questions:

1. The process that allows us to perform a single action in different ways is called:
   A) Abstraction
   B) **Polymorphism**
   C) Inheritance
   D) Encapsulation

2. A feature of Java programming that lets you create classes that are derived from other classes is called:
   A) Polymorphism
   B) Encapsulation
   C) **Inheritance**
   D) Abstraction

3. A class inheriting from other class and adding its own methods to it is called:
   A) Abstract class
   B) **Sub class**
   C) Super class
   D) Main class

4. An object is a/an ____ of a class:
   A) child
   B) **instance**
   C) interface
   D) parent

5. The state of an object is represented by:
   A) **Value of attributes**
   B) Value of parameters
   C) Value of arguments
   D) Abstraction

6. Hiding the implementation details and showing only functionality to the user is called:
   A) **Abstraction**
   B) Encapsulation
   C) Inheritance
   D) Polymorphism

7. Pick the incorrect statement.
   A) A class is a collection of similar type of objects
   B) A class is a blue print of an object
   C) A class is a user-defined data type
   D) **Only one instance can be created from a class**

8. The term object is often interchangeable with:
   A) attribute
   B) methods
   C) **instance**
   D) interface

9. In Procedure Oriented Programming abstraction is at:
   A) **Function level**
   B) Compiler level
   C) Package level
   D) Object level

10. Select the correct option:
    A) An object has attributes
    B) An object has a state
    C) An object has behaviour
    D) All of the above

11. The acronym OOP stands for
    A. Object Oriented Procedure
    B. Object Oriented Packet
    C. Object Orientation Procedure
    D. Object Oriented Programming

12. The OOP mainly uses
    A.Top-down approach
    B. Bottom-up approach
    C.Top-down and bottom-up approach
    D. None of the above

13. What represents an entity in the real-world with its identity and behaviour.
    A. A method
    B. A class
    C. A procedure
    D. An object

14. An object has:
    A. Attributes
    B. Behaviour
    C. State
    D. All of the above

15. An object belonging to a particular class is known as a/an ------ of that class.
    A. Instance
    B. Alias
    C. Interface
    D. Member

16. Procedure Oriented Programming mainly uses:
    A. Bottom-up approach
    B. Top-down approach
    C. Top-down and bottom-up approach
    D. None of the above

17. A class is:
    A. A specification for objects
    B. An object factory
    C. A blueprint to create objects
    D. All of the above

18. Which option is the technique of binding both data and methods together to keep them safe fromunauthorised access and misuse?
    A. Abstraction
    B. Encapsulation
    C. Polymorphism
    D. Inheritance

19. The ability of a method or object to take on multiple forms is known as:
    A. Polymorphism
    B. Encapsulation
    C. Abstraction
    D. Inheritance

20. Objects that share the same attributes and behaviour are grouped together into a/an:
    A. Alias
    B. Interface
    C. Instance
    D. Class

21. A feature that enables one class to acquire the properties of another class:
    A. Encapsulation
    B. Abstraction
    C. Inheritance
    D. Polymorphism

22. Procedure Oriented Programming gives importance to:
    A. Data only
    B. Instructions only
    C. Instructions and data
    D. None of the above

23. Which option servers as a template to create similar objects that share common characteristics and behaviour?
    A. An attribute
    B. A method
    C. A class
    D. A procedure

24. Which option refers to the act of representing essential features without including the background details?
    A. Abstraction
    B. Encapsulation
    C. Inheritance
    D. Polymorphism

25. The values of an object's -------- represent the state of the object.
    A. attributes
    B. methods
    C. classes
    D. procedures